However, with the concept of the stored-program computer introduced in 1949, both programs and data were stored and manipulated in the same way in computer memory.  
However, readability is more than just programming style.  
Ideally, the programming language best suited for the task at hand will be selected.  
When debugging the problem in a GUI, the programmer can try to skip some user interaction from the original problem description and check if remaining actions are sufficient for bugs to appear.  
For example, when a bug in a compiler can make it crash when parsing some large source file, a simplification of the test case that results in only few lines from the original source file can be sufficient to reproduce the same crash.  
Compiling takes the source code from a low-level programming language and converts it into machine code.  
Expert programmers are familiar with a variety of well-established algorithms and their respective complexities and use this knowledge to choose algorithms that are best suited to the circumstances.  
Compilers harnessed the power of computers to make programming easier by allowing programmers to specify calculations by entering a formula using infix notation.  
 Whatever the approach to development may be, the final program must satisfy some fundamental properties.  
Use of a static code analysis tool can help detect some possible problems.  
To produce machine code, the source code must either be compiled or transpiled.  
However, Charles Babbage had already written his first program for the Analytical Engine in 1837.  
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The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA.